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DARIUS
GAIDEN™

SEGA SATURN™

OFFICIAL
SEGA
SEAL OF
QUALITY

KIDS TO ADULTS

K·A

AGES 6+
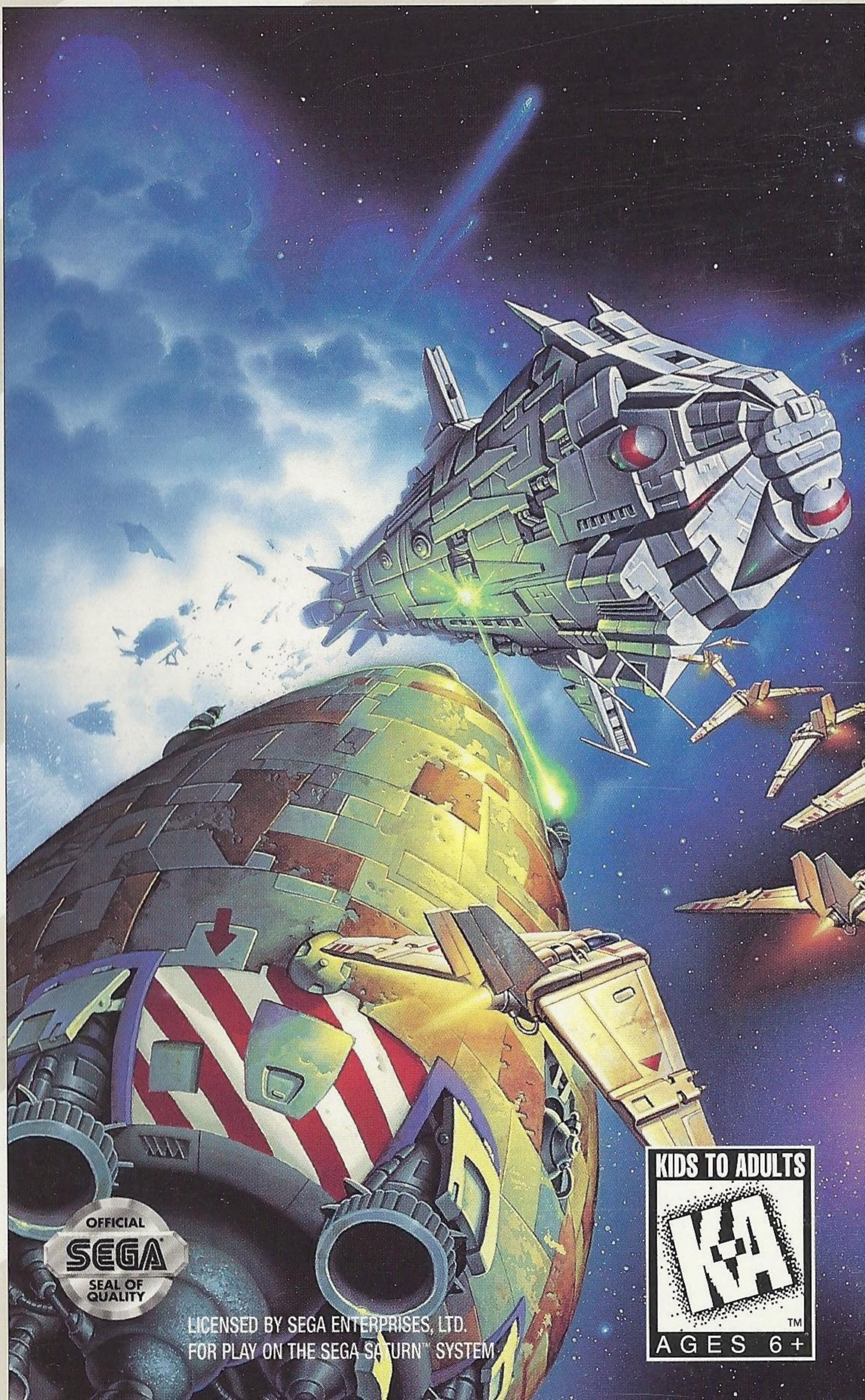
LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM

T-8123H

HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint–free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.
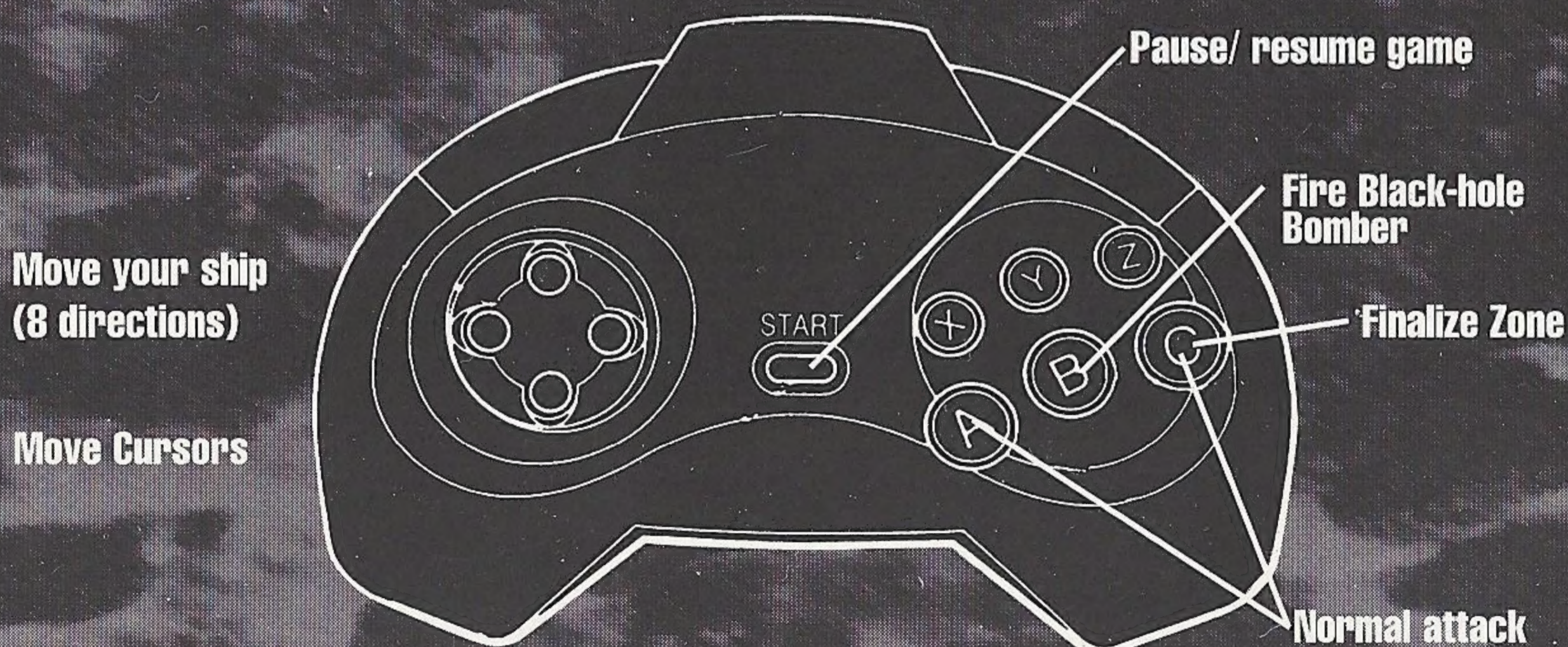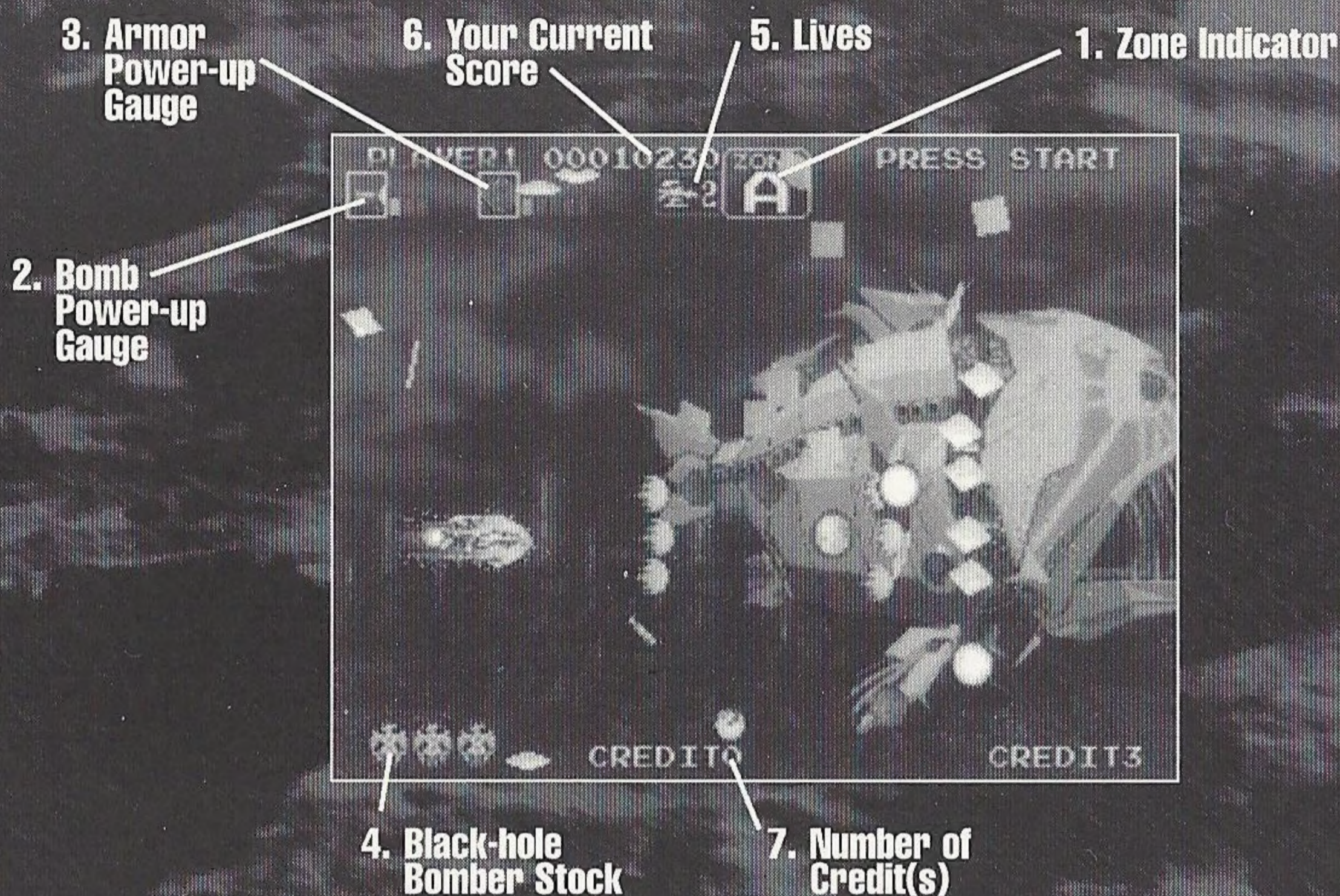
Contents

Starting Up

1. Set up your Sega Saturn™ system as described in its instruction manual. Darius Gaiden™ is for one or two players. When you play alone, connect the control pad to Terminal 1 or Terminal 2. When 2 players are playing simultaneously, connect 1P pad to control terminal 1 and 2P pad to control terminal 2.

2. Place the Darius Gaiden™ disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Default Controls

Pause/ resume game

Fire Black-hole Bomber

Move your ship (8 directions)

Finalize Zone

START

Move Cursors

Normal attack

About Screens

3. Armor Power-up Gauge

6. Your Current Score

5. Lives

1. Zone Indicator

PLAYER1 00010230 ZONE PRESS START

2. Bomb Power-up Gauge

CREDIT0   CREDIT3

4. Black-hole Bomber Stock

7. Number of Credit(s)

Story

After an epic battle on the planet Darius, the planet seems to whither, forcing a massive emigration to the planet Vadis. However, after much time had passed, these immigrants decided to return to their home planet. While their return plans were taking shape, an unknown force began destroying their ports of transit and docking, both aerial and nautical.

The destroyers are now chasing after the main convoy of ships (which is presumed to be used in the transporting of people between Vadis and Darius.) As the convoy approaches Vadis, the evil hands of the destroyers extend towards the Vadis' INS (Immigration & Naturalization Service).

One by one, the attacking enemy mercilessly slaughters resisting Silverhawk soldiers. Silverhawk is now left with only two planes, and these planes head into battle with the aspirations of its people in tow....
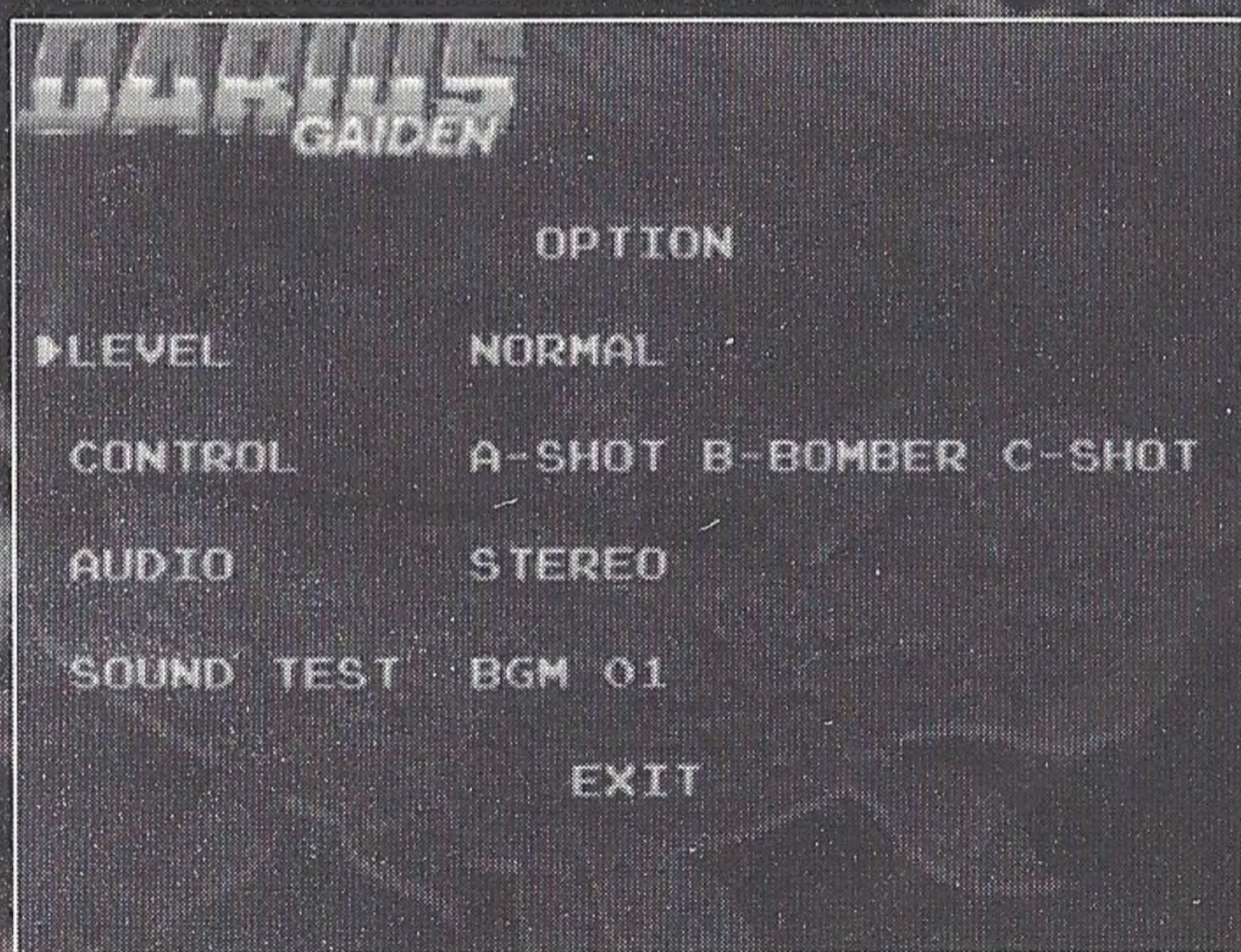
Getting Started

By pressing the START BUTTON during the demonstration screen, you will be taken to the Title Screen. You can watch a demonstration game on the Demonstration Screen.

At the Title Screen, press UP or DOWN on the D-PAD to choose either Game Start or Options. To begin playing (before or after setting options), highlight Game Start and press the START BUTTON. To set Options, select Options and press the START BUTTON.

For 2 players: When another player wants to join an on-going game, press the START BUTTON on the new player's control pad.

About Options

```
DARIUS
     GAIDEN

          OPTION

▶LEVEL        NORMAL

 CONTROL      A-SHOT B-BOMBER C-SHOT

 AUDIO        STEREO

 SOUND TEST   BGM 01

              EXIT
```

In the Options Screen, you can change the game's settings. To select an option, press UP or DOWN on the D-PAD. Press LEFT or RIGHT on the D-PAD to toggle to the desired setting.

LEVEL: Select from 4 levels of difficulty: **Easy, Average, Difficult or Very Difficult.**

Control: Allows you to change the default control settings to suit your play style. Press LEFT or RIGHT on the D-PAD until the desired configuration is displayed.

Audio: Set the sound output to either monaural or stereo.

Sound Test: You can listen to background music or special effects in the game. Press LEFT or RIGHT on the D-PAD to toggle to a particular sample, then press the A BUTTON to listen to it.

Exit: Will return you to the Title Screen.

About the Game

- The game consists of 7 Stages, including 28 sub-zones.
- 1P and 2P possess credit(s) separately, with each player receiving an initial credit amount of 3 per player. When all of your ships are destroyed, the game is over.
- The player's objective is to control his/her own ship, Silverhawk, and to shoot down appearing enemy forces. By destroying the boss at the end of each stage, the player advances to the next stage. When the player clears all the stages, (s)he will receive an ending scene and the game will be over.

The Zone System

There are 7 Stages to master, subdivided into 28 Zones. You move through the stages by completing a chosen zone within each stage. After destroying the giant battleship at the end of each stage, a zone selection screen will appear with all the available zones displayed. You can select the next zone by pressing UP or DOWN on the D-PAD. Finalize your choice by pressing the C BUTTON. There are many different paths to success, depending on which zones you choose. Enjoy experimenting!

Zone Map

Planet Vadis

A: Metropolitan

B: Flat Land

C: On The Waters

Satellite Contrary

D: Small Asteroid Belt
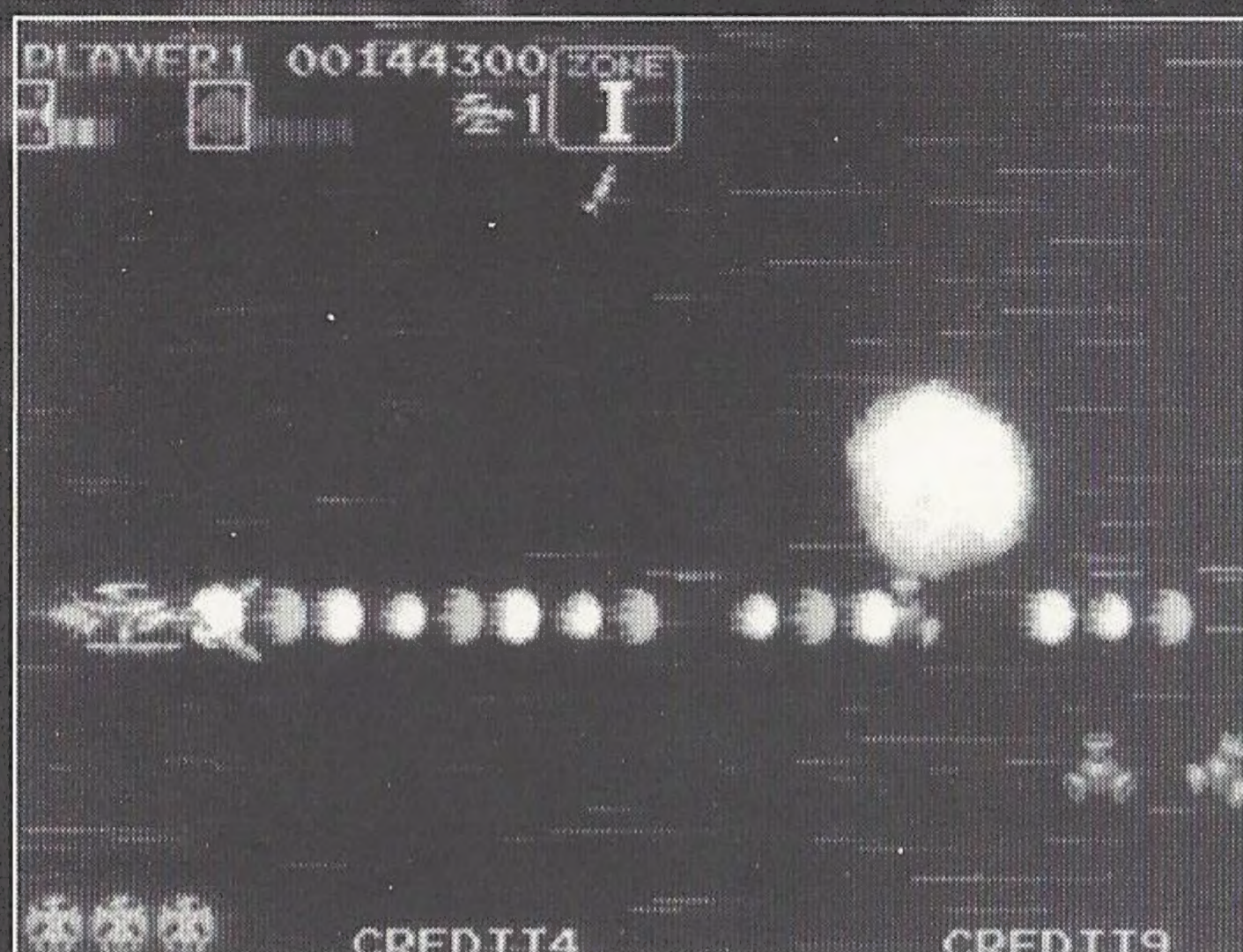
E: Colony

F: On The Satellite

G To J: Warp Zone A To D

Satellite Weather

K: Colony

L: On The Satellite

M: Giant Boss

N: Small Asteroid Belt

O: Colony

Planet Darius

P: On The Water

Q: Forest Of Ice

R: Arable Land

S: Desert

T: Mechanical Ruin

U: On The Water

Z': Mechanical Cave

V: Bottom Of The Sea

W: Cave

X: Giant Fortress

Y: Tropical Forest

Z: Mantle Current

V': Stormy Sky

Weapons

Air Shot

For the Air battle. There are four ranks of Air Shots, each comprised of 4 sub-ranks. Each time you collect three red Air Shot pick-ups, you will move up a sub-rank.

Normal Shot: Destroys enemies.

Laser: Pierces through enemies.

Wave: Pierces through enemies and their background.

Search Option: Arm plus search option.

Bomb

For the Ground Battle. There are four ranks of bomb, each comprised of 4 sub-ranks. Each time three pick-ups are collected, you will move up a sub-rank.

Normal Bomb: Shoots downwards.

Twin Bomb: Shoots downwards and upwards.
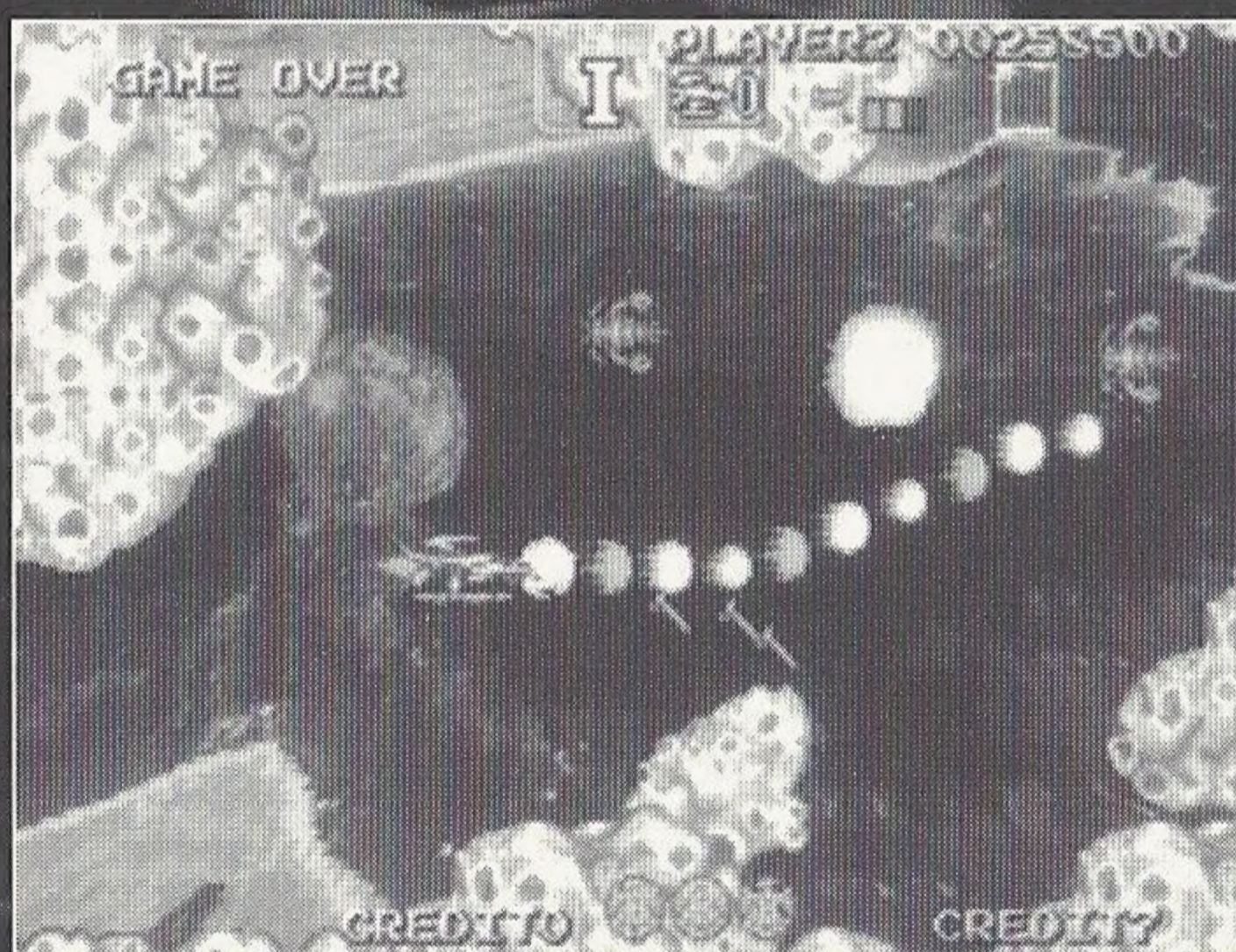
Multi-Bomb: Shoots Twin Bomb forward and backward.

Homing (Radar) Bomb: Homes only in forward direction.
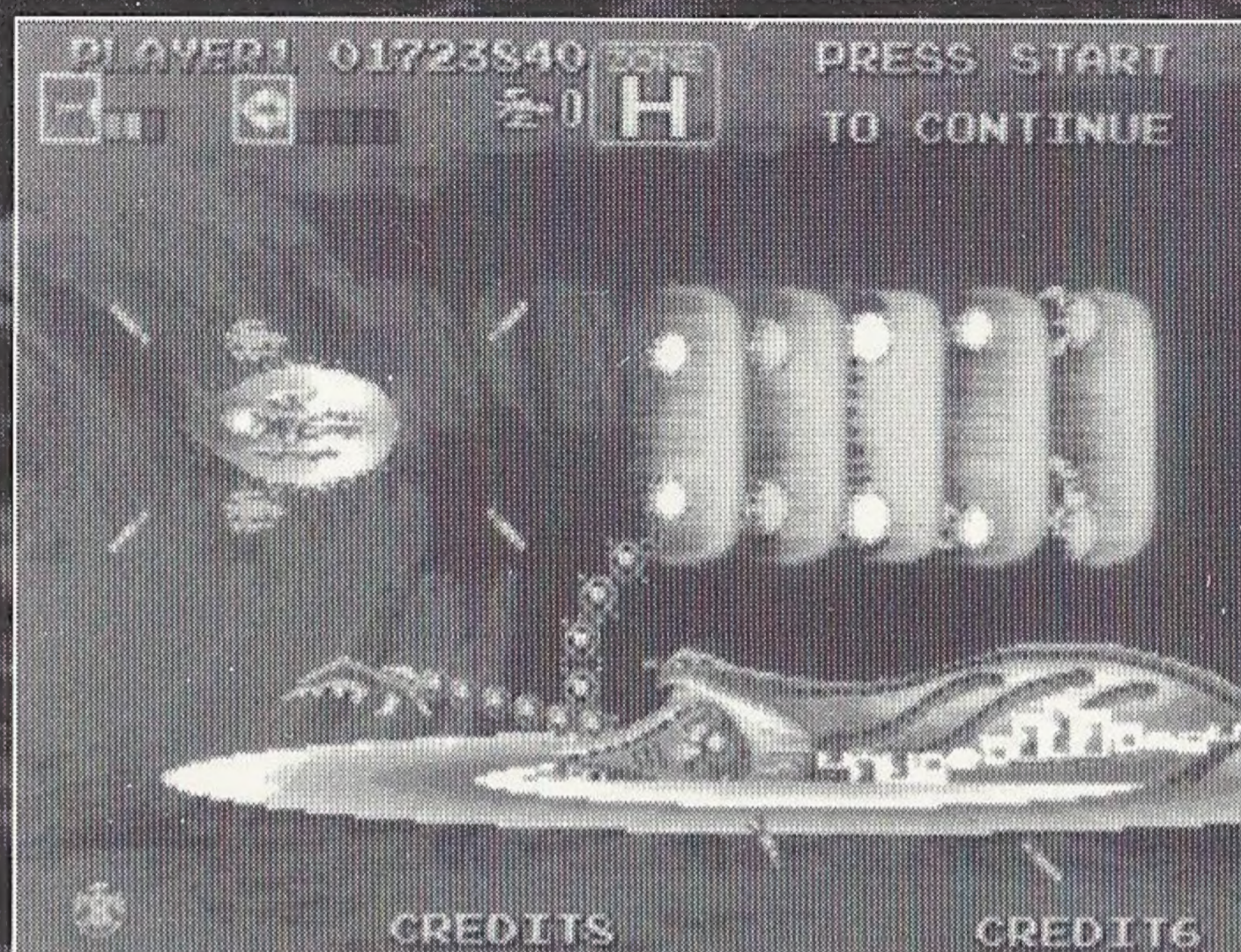
Armor

Shielding which protects your plane from enemy bullets. There are three ranks of Armor, each comprised of 4 sub-ranks. Each time five blue armor pick-ups are collected, you will move up a sub-rank.

Normal Armor: Will protect your plane from up to 3 enemy shots.

Super Armor: Will protect your plane from up to 4 enemy shots.

Hyperarmor: Will shield your plane and the landscape from the enemy.

Black-Hole Bomber

This bomber sweeps all the enemies from the screen.

• When you press the B Button, you can utilize a Black-hole Bomber as long as you have the bomber(s) stored in reserve.

• At the start of the game you will have 3 Black-hole Bombers. Gather violet pick-ups to increase your stock of Black-hole Bombers. (You can only stockpile up to 5 Black-hole Bombers.)

When you press the B Button, there will be a black-hole in the middle of the screen. At this time, your plane is omnipotent, as most enemy shots are absorbed into the black-hole. However, the Boss, Average Boss and some other enemies are merely pulled towards the black-hole.

After a while, the black-hole starts to diminish and releases its energy and damages any enemies on the screen.

ABOUT PICK-UPS:

RED: It will appear when you shoot down a flying red colored enemy. Your Air-shot will increase one degree. Collect 3 to increase power by a sub-rank.
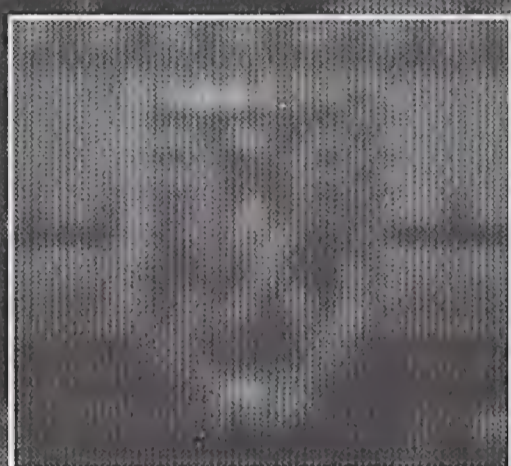
GREEN: It will appear when you shoot down a flying green colored enemy; gathering 3 of them, will increase Bomb power by 1 sub-rank.

BLUE: It will appear when you shoot down a flying blue colored enemy. Your Armor will increase one degree. Increase Armor by one sub-rank by gathering 5 of them.

VIOLET: It hides inside the landscape. It will appear when your shots hit the right spot. By gathering them, your Black-hole Bomber stock will increase incrementally.

SILVER: It hides within the landscape. It will appear when your shots hit the right spot. This will add to your bonus score.

GOLD: It hides within the landscape. It will appear when your shots hit the right spot. This will destroy all the enemies on the screen.
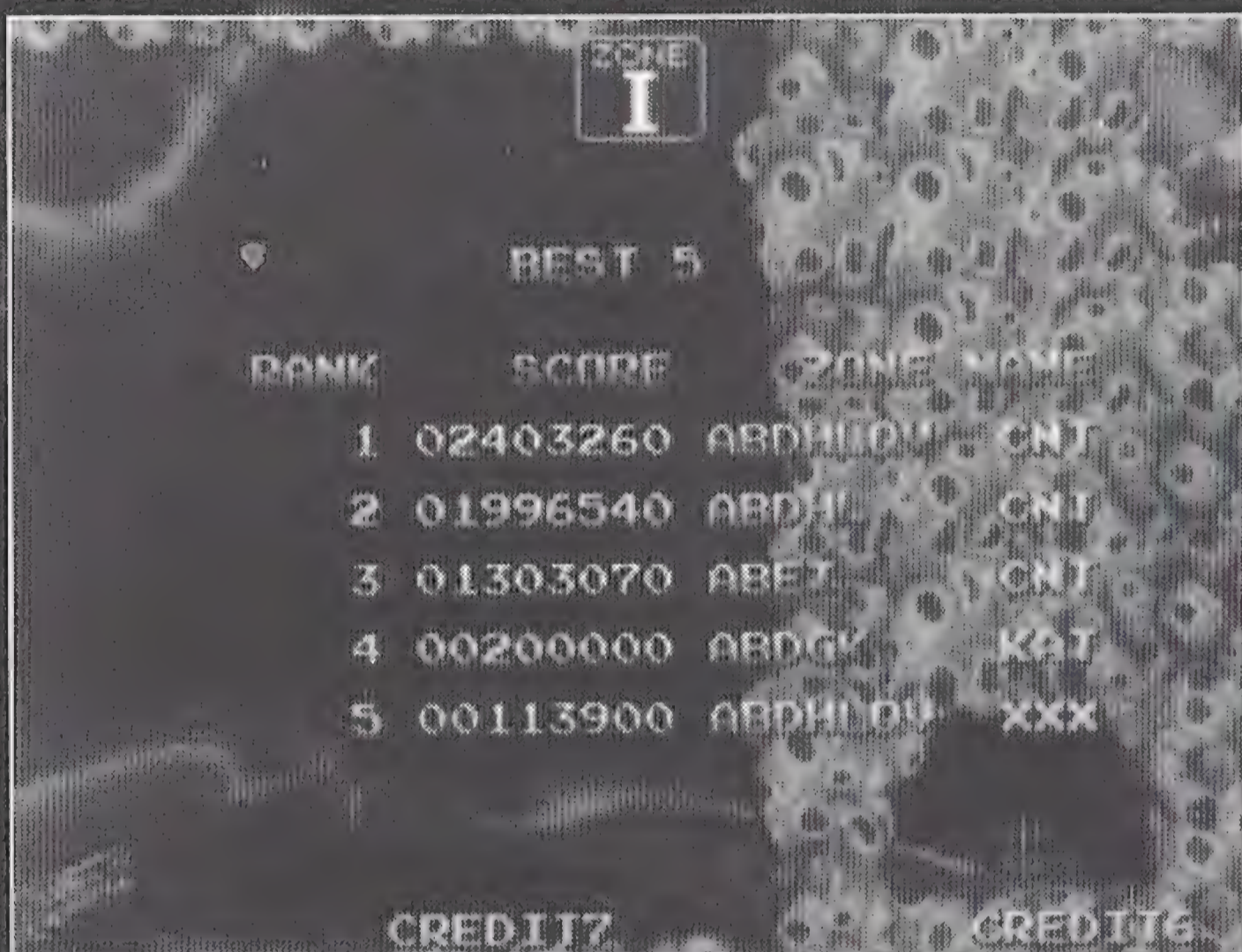
EXTEND: It hides within the landscape. When your shots hit the right (extend) spot, you will get one more life. In Darius Gaiden™, your life increases only when you hit the Extend. You will not earn another ship (life) by increasing your score.

Continue, Game Over, Name Entry

Continue: You can continue the game up to 3 times by utilizing the continue screen. Press the "Start Button" before the count reaches 0. You can start a game where the (previous) game ended.

Game Over: When you lose all of your planes (lives), the game is over.

Name Entry: When the game is over, if your score is among the top five highest scores, you can enter up to 3 letters for listing. Use the D-PAD to choose the letter, and finalize your choice with the A, B or C Button.

ZONE GUIDE:

There are 7 stages and 28 zones in this game. On Land, On The Water, Colonies, Arable Land, Desert, Bottom Of The Sea....the battle expands in many different settings. The following is a partial introduction to the scenes.

Zone B: Flat Land

The Planet Vadis is a land stage with impressive plains, forests and a large flowing river.

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Zone E: Colony

Remnants of the Colony are floating adrift in space. Silverhawk will penetrate deeply into parts of the Colony.
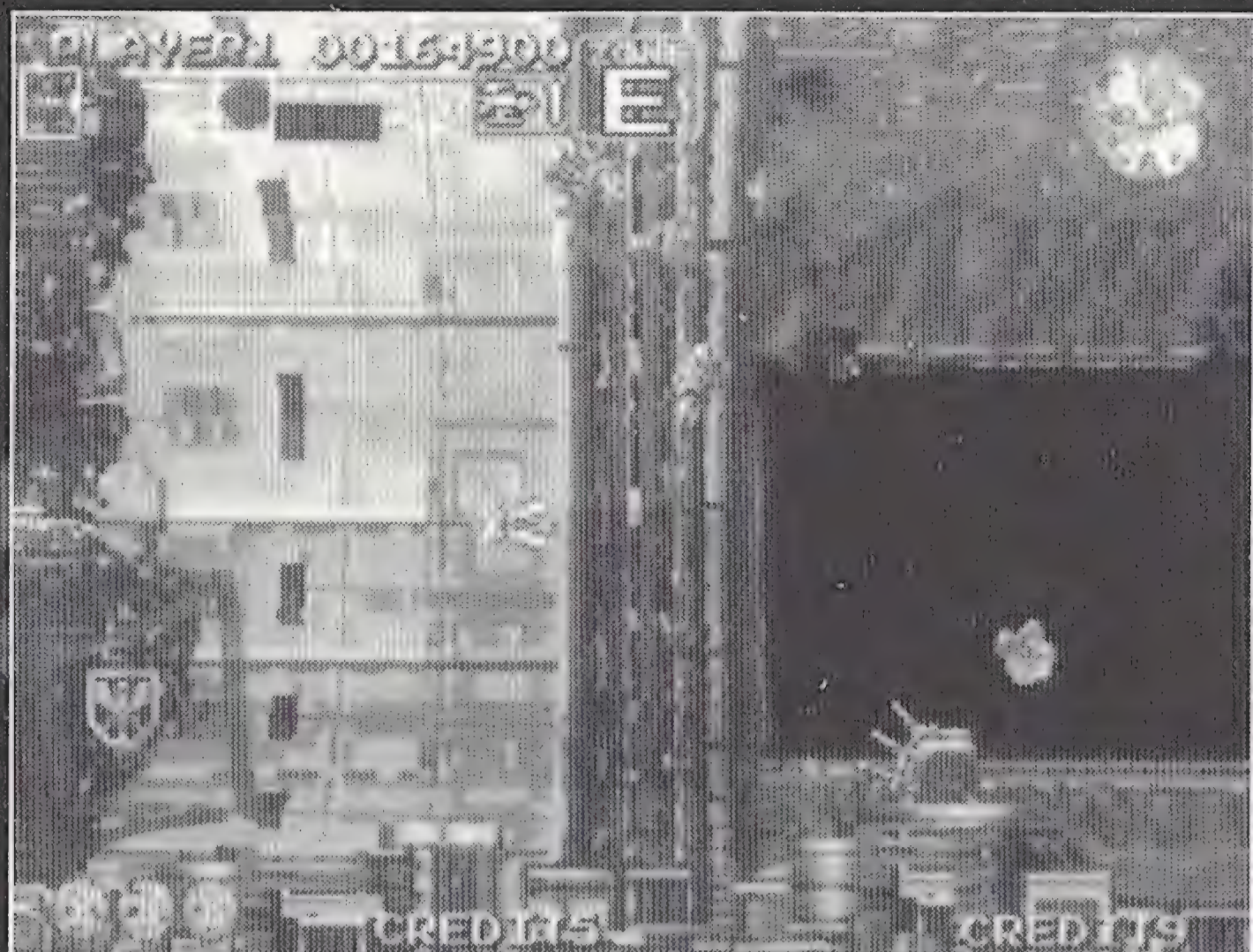
Zone I: Warp Zone C

In order to approach the home planet Darius, Silverhawk will be in warp-speed. The background, with an Aurora-like setting, is as alluring as if you were actually in space.
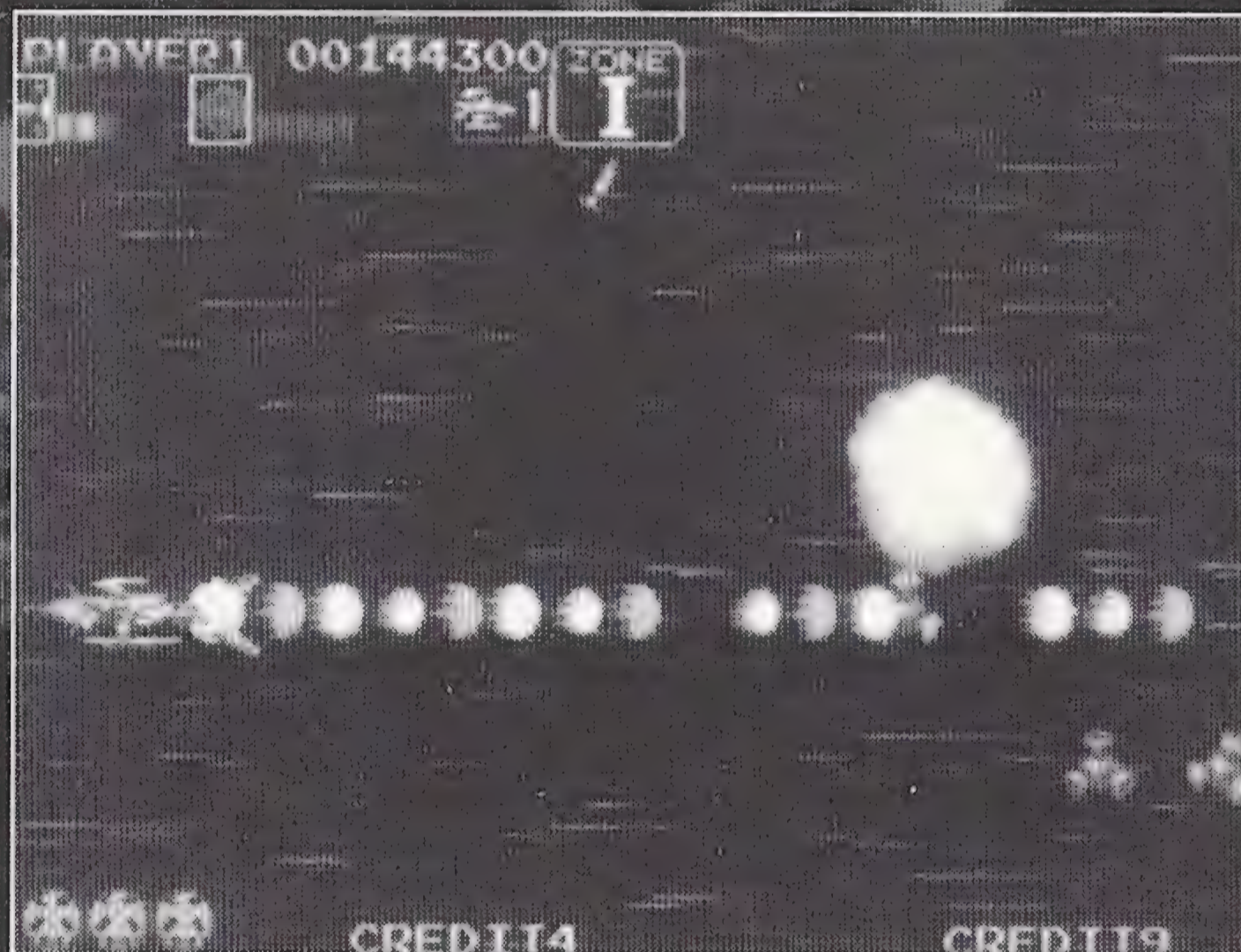
ABOUT BOSSES

The Average Boss

There are seven kinds of Average Bosses in this game. Not only can you try to destroy the Average Boss which appears in each zone (except in M and X Zones), but you can also convert the Average Boss to your side!

Each Average Boss has a control ball somewhere on its ship. In the event you damage a control ball, it will detach from the enemy's ship. If you can gather the control ball, that particular Average Boss will become your ally.

Once an Average Boss becomes your ally, it will respond to your A or C Button, and attack your enemies.

An allied Average Boss will explode at the time the Boss appears on the screen at the end of a given stage.

There is a total of 19 Bosses which relentlessly attack Silverhawk. The types include: Whale, Perinea, Sea-horses and the Coelacanth-shaped Battleships. Some of the enemies you face are featured below...

Golden Ogre

Data

Code Name: ONIKINME

Place of Appearance: ZONE A

Offensive Data:

MOUTH - Beam Cannon

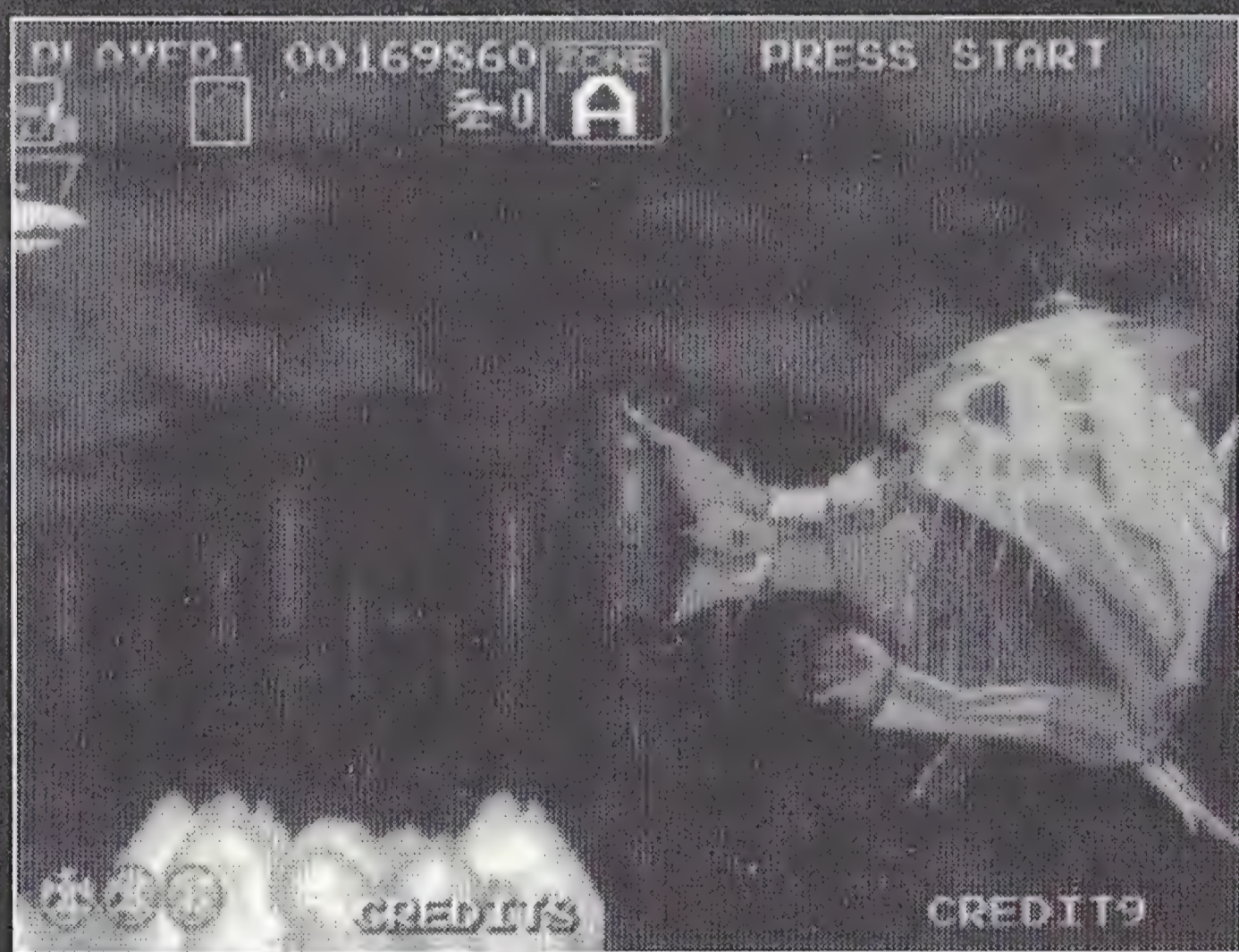GILLS - Monolis Bombs (Destruction Value = up to 10 points.)

TAIL FIN - causes wind to hold your plane back.

ABDOMEN - Can shoot from 3 areas.

ABDOMEN SHOOTING PIPE - can shoot beams.

Vulnerable Area: NONE

Weakness: MOUTH

King Fossil
Data

Code Name:
Coelacanth

Place of appearance:
Zone C

Offensive Data:

MOUTH - Emits shots

GILLS - Homing Missiles

SCALES - fly constantly when damaged.

MIDDLE PART OF ABDOMEN
- Can shoot torpedoes from 3 different areas
after the scales are taken off. Torpedoes have
homing capability. (Destruction Value = 10 points)

ABDOMEN SHOOTING PIPES - can shoot beams.

Vulnerable Areas:

THE FIRST DORSAL FIN
THE SECOND DORSAL FIN
PECTORAL FIN
ANAL FIN
TAIL FIN

Weakness:
MOUTH

Electric Fan

Data:

Code Name: Sea Anemone

Place of appearance: Zone E

Offensive Data:

TENTACLES
- fire bullets

MOUTH
-Emits Kumanomi missile (Destruction Value = 200 points)

-Swallows his enemy

-Emits blue bombs towards upper part of the screen.

-Emits Misahma. (This is not vulnerable to your shots. It can be destroyed only by hitting it with your own plane.)

Vulnerable Areas:

TENTACLES = 4 of them

CHEST AREA = 7 parts

MOUTH

Weakness: Mouth

NOTES

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